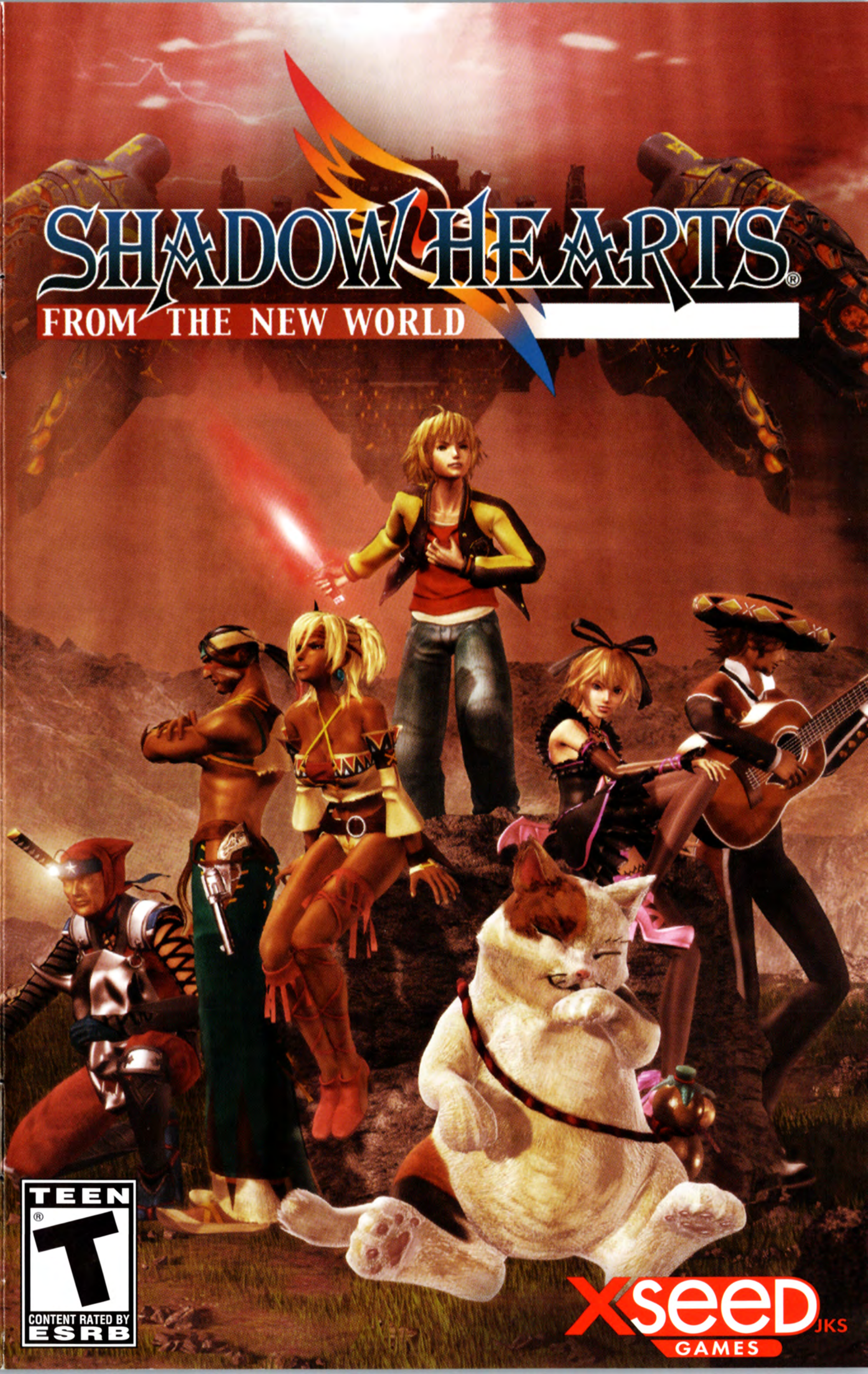
SHADOW HEARTS®

FROM THE NEW WORLD



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CONTENT RATED BY ESRB

XSEED GAMES JKS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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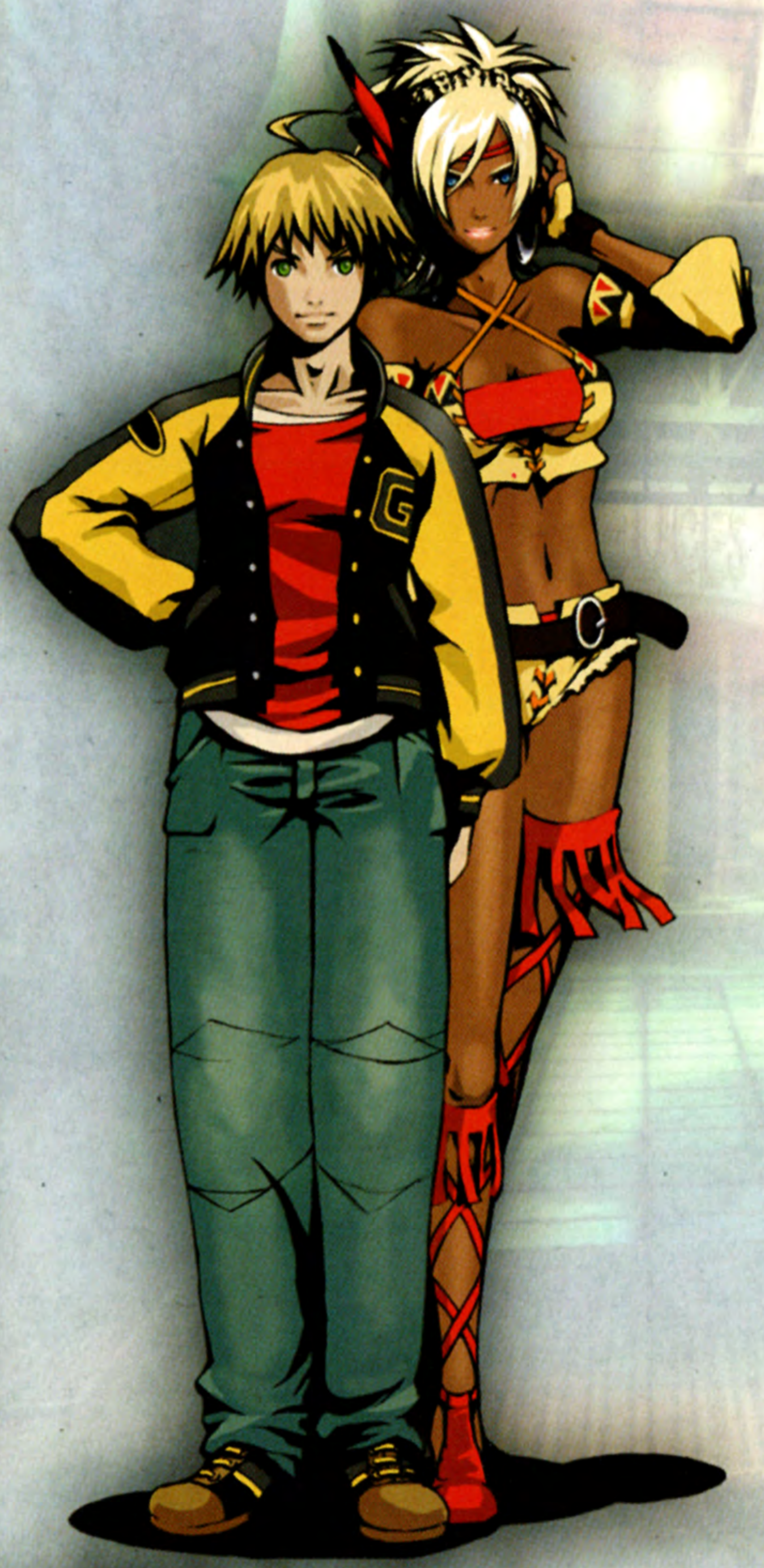

THE YEAR IS 1929.

As a budding young super-power, America was prospering from great economic expansion achieved with the end of World War I. However, the age of violence and darkness, known as the Lost Generation was starting to cast a shadow over the continent.

The story begins with a series of mass murders in New York, and a strange case brought to a young private detective…

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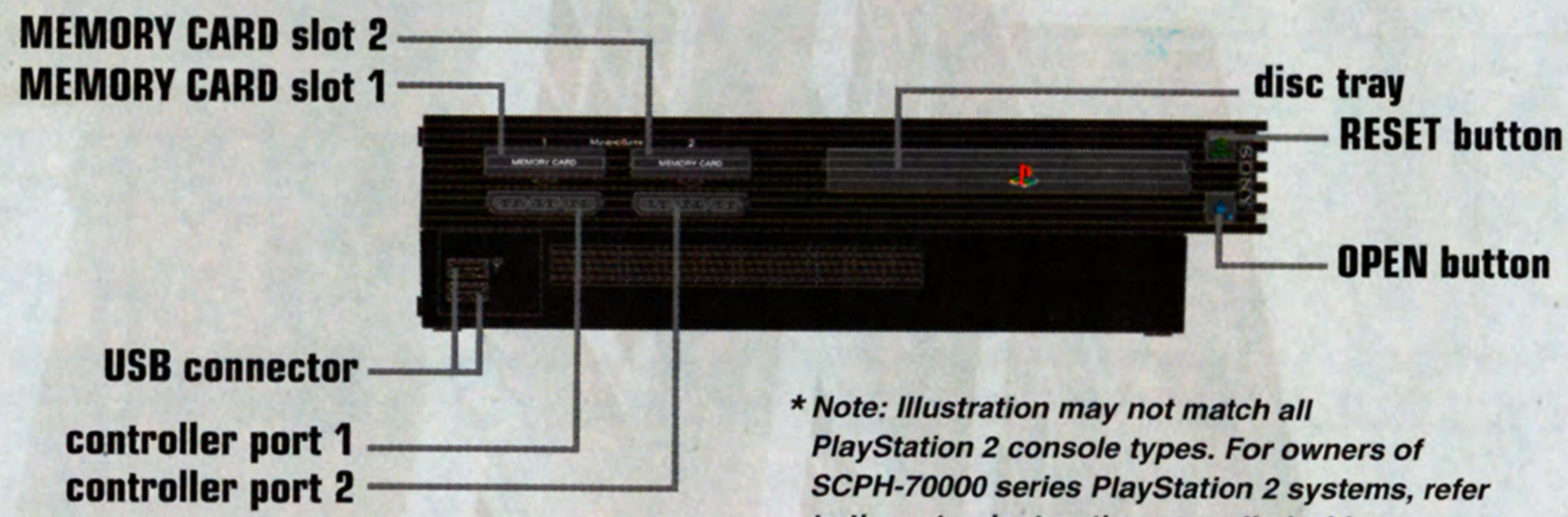
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the SHADOW HEARTS® FROM THE NEW WORLD disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

MAIN MENU

New Game
Start a new game.

Continue
Continue from a previously saved game.

Option
Adjust game settings such as vibration function (Off/Low/High) and Sound.

SAVE AND LOAD

SAVE

Record game progress. Use a memory card (8MB)(for PlayStation®2) to save the game. At least 68 KB of free memory card space is needed for each save file. Up to 50 save files can be stored on one memory card (8MB)(for PlayStation®2). The memory card (8MB)(for PlayStation®2) can be inserted in either MEMORY CARD slot 1 or 2.

LOAD

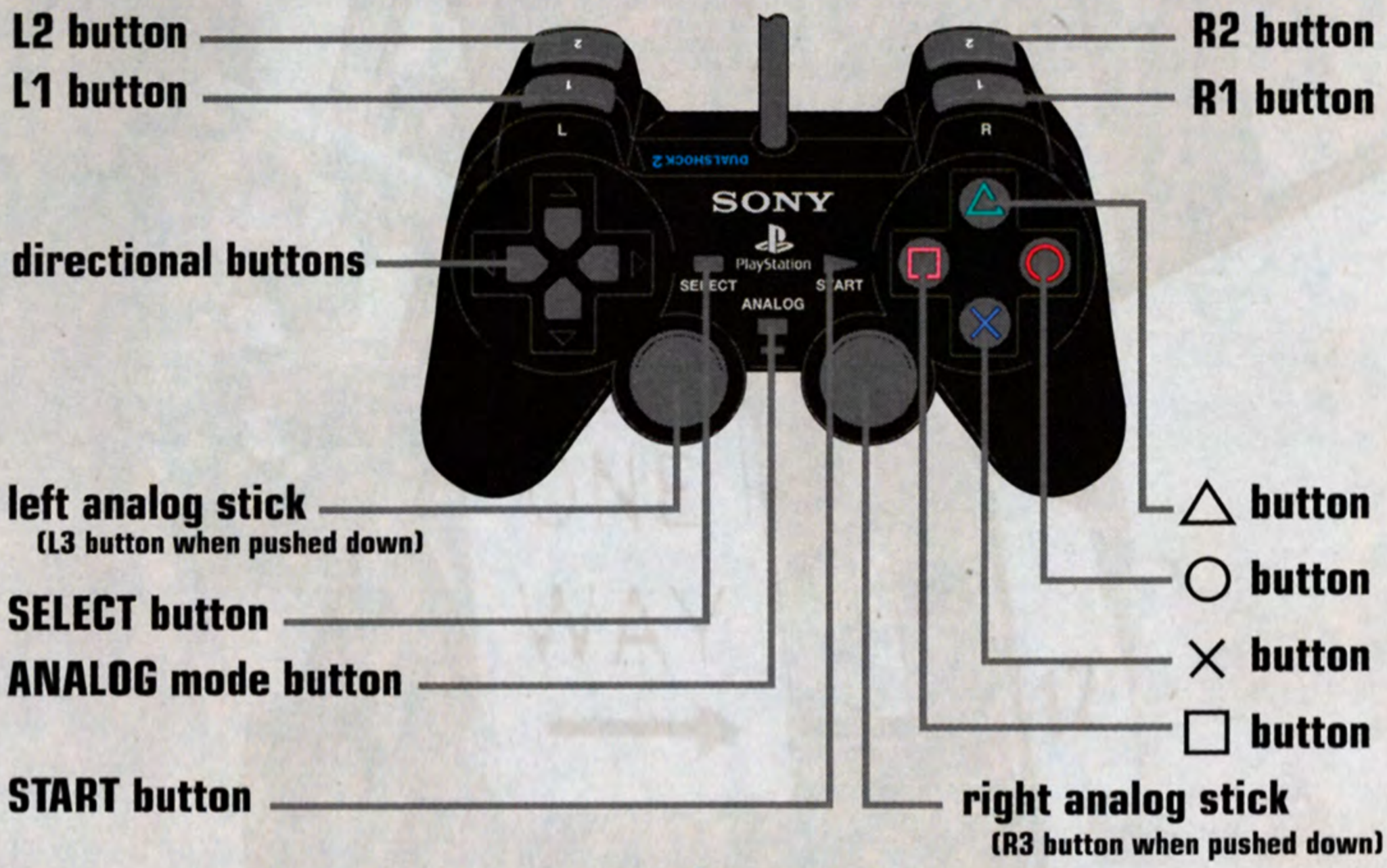
To load a previously saved game from the in-game menu, select "Load" under the "Data" command on the Command Menu, then select the memory card (8MB)(for PlayStation®2) with the desired save data and confirm the data file to load.

SAVE POINTS

Circular save points, which glow in blue, can be found in various field locations. Stand inside this area and open the Command Menu by pressing the △ button. Select "Save" under the "Data" command, and the memory card to save to, then select either an empty slot or an old file to overwrite. The game can be saved at any time on the World Map.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game is only compatible with the DUALSHOCK® analog controller and DUALSHOCK®2 analog controller.

You can switch between Analog mode (LED indicator: on) and Digital mode (LED indicator: off) by pressing the ANALOG button ON/OFF.

The controller will vibrate regardless of the LED indicator status. To turn off the vibration function, select "Options" on the Title Screen, or the "Option" command on the Command Menu, and adjust the settings between Off/Low/High.

When the LED mode indicator is red, the controller will be in Analog mode (the left/right analog sticks can be used for control). Left/Right analog stick controls are only compatible with the DUALSHOCK® analog controller and the DUALSHOCK®2 analog controller.

⊗ button	Execute command, examine, talk.
○ button	Cancel command. Press while moving with the directional buttons or the left analog stick to walk.
△ button	Display the Command Menu. Bring up Node list in Stellar Chart Customize/Equip Chart options, and item descriptions in Item/Equip options.
□ button	Sort item list on the Item Screen. Display character action on the Library Screen and the Personal Screen. Select Auto Equip on the Equip Screen. Change Battle Team names.
R1 button	Change Stock commands in battle. Bring up Navigation Map inside dungeon.
R2 button	Scroll item list. Scroll location list on the World Map. Scroll command list in battle.
L1 button	Switch Battle Teams in the Field Screen. Change Stock command in battle. Switch floors displayed on Navigation Map.
L2 button	Switch Battle Teams in the Field Screen. Scroll item list. Scroll location list on the World Map. Switch floors displayed on Navigation Map.
right analog stick	Rotate characters left and right in the Library Screen and the Personal Screen.
left analog stick	Move character or cursor.
directional buttons	Move character or cursor.
START button	Start the game, pause the game, skip movie sequences.
SELECT button	Turn On/Off subtitle display.

In order to soft reset the game during gameplay, simultaneously hold down the R1, R2, L1, L2, SELECT, and START buttons.

CHARACTERS

JOHNNY GARLAND

A strong-minded, 16 year-old private detective. He lost his father, older sister, and a portion of his memory in an accident. He opened a private detective agency in New York instead of taking over his father's business.

SHANIA

A 21 year-old Garvoy tribe woman who possesses special powers that allow her to contract with Spirits and take on their abilities. After leaving her village, she travels around the world slaying monsters to earn bounty money.

NATAN

A 35 year-old, taciturn yet gentle Garvoy warrior who calls Shania "Princess" and accompanies her on her travels. He is a master of an original fighting style called GUN-FU, which uses two guns and hand-to-hand combat skills.

FRANK GOLDFINGER

A high-spirited American ninja who learned the way of the ninja in a South American village. Sensing a great danger in Gilbert's research, he starts his own investigation. He has a habit of making his own swords with unusual items he finds at various locations.

LENNY CURTIS

Johnny's highly able, 40 year-old butler who handles everything from detective agency accounting to cooking and household chores. He has dedicated his life to protecting Johnny after being rescued by him.

CHARACTERS

Serial Killer / Mysterious Woman

A serial killer wanted across the country who is widely known in the American underworld. Ever since he was saved by a mysterious woman, Lady, while being cornered by police in Brooklyn, he travels alongside her. She is silent and emotionless, possessing supernatural powers, she continues to wander aimlessly for an unknown purpose.

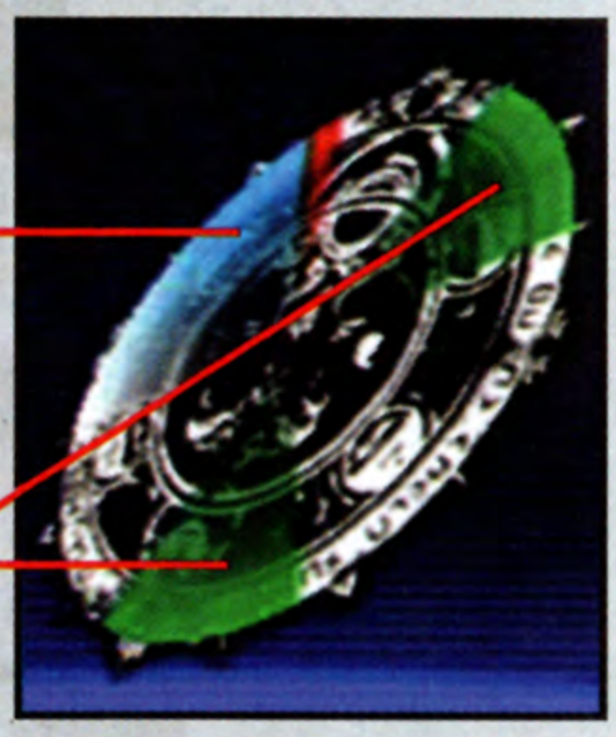
JUDGMENT RING SYSTEM

The Judgment Ring System is used throughout the game to execute characters' actions, such as determining the effectiveness of attacks and spells, making the game a more interactive experience.

Press the ⊗ button once in all colored "Hit Areas" before the Ring Bar completes one spin for a successful execution. If a player misses a Hit Area, or the Ring Bar finishes one spin, a character's turn will end and a command won't be executed.

Colors of Hit Areas in which the ⊗ button is pressed vary depending on the types of action. Number and size (width) of Hit Areas and the Ring Bar speed are also affected by actions and difficulty levels.

Hitting red "Strike Areas" which appear on the outside of Hit Areas, maximizes command effects. The player needs to press the ⊗ button in all green "Step Areas" or it will count as a miss. For blue "Modulate Areas," hitting the darker blue area near the Strike Area will increase the magic power.



POINT CARD

After obtaining a Point Card, a player can spin the "Discount" Ring to decrease prices when buying weapons and items, or can spin the "Price-up" Ring to obtain more money when selling items. Hit all the necessary areas before the Ring completes one spin. Making more purchases will yield more points, improving discount and price-up ratios.

LOTTERY TICKETS

A player can obtain lottery tickets and, after meeting World Lottery Association members, play the lottery to obtain rare items. Prizes are determined by area colors in which the Ring Bar can be stopped by pressing the ⊗ button. The Ring Bar spins continuously more than once, so take your time to aim for a desired item. Tickets can be found in various field locations throughout the game.

FIELD SCREEN CONTROLS

A player advances in the game by traveling on the Field Screen, by talking to people, and by progressing through events and fighting enemies in battles. Treasure chests and items may be hidden in unexpected locations. Walk from corner to corner and search the surroundings carefully. Hidden items will not be visible, but may be indicated by a "?" icon appearing over the character's head.

VARIOUS ACTIONS

Use the left analog stick or the directional buttons to control the main character. Press the ⊗ button while facing a ladder to climb it, to open a door or treasure chest, and to talk to characters. Also use the ⊗ button to examine "?" icons and pick up items.

BUYING ITEMS AND EQUIPMENT

Items and equipment can be purchased in shops or from merchants appearing at various field locations. Select "Buy" to display equipment available for purchase. When equipment is selected, characters who can equip the chosen item and their change in ability values if they equip the item will be shown. Move the cursor next to the item to purchase, and determine the amount using the left analog stick or the directional buttons. Select all items for purchase, and then press the ⊗ button to confirm. You will then be asked if you would like to try for a discount. Cash is paid all at once.

NAVIGATION MAP

Press the R1 button upon entering a dungeon to bring up the Navigation Map with the dungeon floor plan. A map will not display areas that have not been explored by the player. Use the left analog stick or the directional buttons to scroll the map. The L1 or L2 buttons will switch floors displayed, and the △ button will change the display size.

MOVING BETWEEN FIELDS

Once a player steps out of the field, the screen will shift to the World Map, where traveling between areas becomes possible. The Command Menu can be displayed on the World Map with the △ button, and saving the game progress is possible anywhere on the World Map. To enter the Field Screen, select an area from the location list, and press the ⊗ button to confirm.

THE COMMAND MENU

The Command Menu is displayed by pressing the △ button in the field or the World Map.

1 **Displays character status.** HP (Hit Points) represents the life force of a character, and when it depletes to zero, that character becomes "defeated" and unable to battle. MP (Magic Points) represents a character's spirit force, which is used for Stellar Magic and Special Abilities. Stk represents the Stock and the Stock Gauge (see page 11). Level is the character's current level. Next shows the Exp points needed to reach the next level.

2 **Menu commands.** Displays various commands available on the Command Menu.

3 **Displays the name of the Battle Team selected.** Use the R1 and L1 buttons to toggle between teams.

4 **Displays your party's current cash and the length of time played.**

5 **List of party members other than battle members.** These characters will receive half the amount of Exp points earned by the current Battle Team.

6 **Description of an item selected with the cursor.**

COMMAND MENU GUIDE

ITEM

Displays item list when selected. Usable items will be shown in white. When an item is used, there will be no Judgment Ring and the item's effect is normal. Use the ■ button to sort items. Press the △ button to display the description for an item currently selected by the cursor.

HEALING

Displays healing spells from Stellar Magic. Characters with healing spells will be shown in white. The Judgment Ring won't be displayed, and the magic effect will be normal. Select a character with a healing spell, then the spell to cast, followed by the target.

STELLAR CHART

Customize and rearrange Stellar Charts equipped by each character.

• **Stellar Custom**
Change Stellars that are placed onto Nodes (grids) in the Stellar Charts. First, select a Node and a Stellar to place. Pressing the △ button will bring up a list of all Stellars equipped on a selected Stellar Chart.

• **Chart Equip**
Switch the Stellar Chart that each character equips. (This option is not available for Shania, who cannot use Stellar Magic.) Use the R1 or L1 buttons or the left analog stick or directional buttons to change characters.

EQUIP

Equip or change a character's weapon, armor and accessories obtained. "Auto-Equip" will automatically equip a character with the best available items currently in inventory. Press the △ button to display a detailed description of an item selected with the cursor. Use the left analog stick or directional buttons to switch between characters.

PERSONAL

Displays each character's ability, special skills, affinity (compatibility with other characters), profile and attributes. Press the ■ button to view the character in action, and use the right analog stick to rotate. Use the left analog stick or directional buttons to switch between characters.

The Soul Charge option to raise Shania's Fusion level is available on the Personal Screen (see page 14).

Hilda's Calorie Meter can also be viewed on the Personal Screen. Hilda, inheriting the physical condition of Dark Tribe, becomes slim if the calorie meter is in minus, turns glamorous in plus and transforms into a pink bat if the meter stays in the middle. When the meter reaches the maximum limit on either end, Hilda will become Mask Hilda.

THE COMMAND MENU

CUSTOMIZE RING

Customize each character's Judgment Ring for regular attacks. In order to customize the number of Hit Areas, adjust a specific Hit Area's width, or to add additional attack effects, certain Ring Items must be obtained.

BATTLE TEAM

When more than five characters join the party, they can be grouped to form up to three Battle Teams. Select a team to set up, and then press the ⊗ button to form a Battle Team. To select a Battle Team, choose a desired team, then press the START button.

PROPERTY

Display various data such as a list of items and skills (Stellar Magic, Combo Magic and Special Abilities), library of monsters and characters encountered, battle counts and knock-out counts, and the overall game score.

HELP

Display various game system tutorials. Help topics increase as the game progresses.

OPTION

Adjust controller button settings, vibration function, sound settings, screen brightness and message speed. Fusion movies during battles can be set to normal or shorter versions.

DATA

Save the game in progress or load previously saved data. You can save the game on the World Map or inside a Save Point (glowing blue magic circle) in the field. The Load option is available at any place where the Command Menu can be opened to restart the game from previously saved data.

BATTLE SYSTEM

When a player encounters an enemy in the field, a battle will start. The battle action is turn-based, with command selections and Judgment Ring execution. The action order is set based on each character's ability. The battle will end when all enemies are defeated. If all party members are unable to battle (unconscious, petrify, paralysis), it will result in game over.

THE BATTLE SCREEN

1 Action order for each character and enemy. A character with higher Agl and Luc values will have priority in attacks. The numbers below are the amount of accumulated Stock.

2 Character's battle commands.

3 HP, MP, SP, Stock Gauges and the number of Stock for all party members in battle.

4 Description of battle command selected with cursor.

5 Cursor displaying target of attack or action.

6 List of enemies. The spinning cursor represents the main target of attack and action. Use the left analog stick or the directional buttons to select.

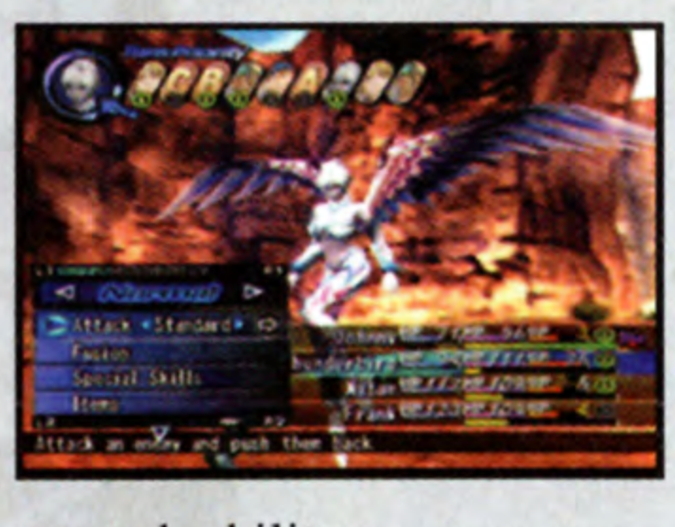
7 Names and HP of attack targets. The main target of the attack is displayed with a large Parameter Bar, and any secondary enemies within the attack area are displayed with a smaller Parameter Bar.

BATTLE COMMANDS

ATTACK

Inflict regular damage with equipped weapons. "Critical hit," when triggered randomly, will yield damage 1.5 times more powerful than a regular attack. Select post-attack effects (hit attributes) with the left analog stick/directional buttons.

INDIVIDUAL ABILITIES



Each character possesses Special Abilities that can be used by utilizing MP. The Judgment Ring will change depending on each ability. Unsuccessful execution of the Judgment Ring will not consume MP (see pages 14-15).

STELLAR MAGIC

Characters other than Shania, when equipped with Stellar Charts, will be able to cast Node-placed Stellar Magic spells by utilizing MP. Unsuccessful execution of the Judgment Ring will not affect MP (see page 13).

ITEMS

Use items available during battle. Successful use will depend on the Judgment Ring. If failed, items will not be consumed. Hitting the Strike Areas will result in greater effects than normal.

DEFEND

Two types of defense, "Protect" and "Endure" are available. Protect will reduce the amount of damage received. With Endure, damage received will be minimal, and loss of Stocks can be avoided. However, SP value will deplete as much as the number of hits received during Endure mode.

ESCAPE

Flee from battle. (Not all battles can be escaped.)

BATTLE SYSTEM

ENDING A BATTLE AND GAME OVER

When all enemies are defeated, the battle will end, and Exp points, Cash, number of Souls and Items earned are displayed. Non-battling party members will gain half the Exp points as members in the Battle Team. Characters in an unconscious or berserk state will not be awarded any Exp. points. After the end of each battle, a character's abnormal status will be cured and their SP restored, and any character with zero HP will revive to one HP. Depending on the battle, additional bonus items may be obtained.

If all party members are unable to battle (unconscious, petrify, paralysis), it will result in game over. Select "Yes" when prompted to load data to return to the Load Screen and restart the game from previously saved data. Select "No" when prompted to load data to return to the Title Screen.

RESTORING HP AND MP

Items are mainly used to restore a character's HP and MP. Using "Tent" at a save point will fully recover the entire party members' HP and MP. Even if a character is unable to combat with zero HP during battle, once the battle is over, HP will automatically be restored back to one. Resting in the bed at the Garland Detective Agency will also recharge HP and MP.

STOCK GAUGE AND STOCK

When a character attacks an enemy or receives damage in battle, his Stock Gauge will start to accumulate. Filling up the gauge to MAX will increase his Stock by one. A character can only carry up to two Stock at one time. The Stock Gauge accumulates faster as the character's SP value decreases, but when SP reaches zero, the Stock Gauge also becomes zero. Stock can be utilized for the following actions.

DOUBLE

Consume one Stock during battle for two successive actions in one turn. However, the same action cannot be selected twice in the same turn.

COMBO

Consume one Stock to chain attack with multiple party members after a player's turn. When more Combos and hits are linked, bonus damage will grow, and greater damage will be inflicted upon the enemy.

To link Combos, quickly press the same button that appears in the spinning "Combo Ring" after a regular attack. Depending on the hit attributes, some Combos are harder to link than others. Even if the Combo Ring is successful, the Combo link may be broken if an attack is missed.

D. COMBO

Consume two Stock to Double attack and then chain other party members' turns to continue as a Combo attack.

COMBO MAGIC

This option will appear as a battle command only when Combo attacks are linked to all four characters, and the fourth character has two Stock. Magic displayed will vary depending on the attributes of the four characters linked in the Combo.

BATTLE SYSTEM

HIT ATTRIBUTES

All attacks, including special moves, have hit attributes. Hit attributes represent an opponent's position after receiving damage. These attributes will affect the increase/decrease in Stock, the size of the damage, and the Combo success ratio.

Standard: Knock the opponent backward, keeping him on the same level.

High Angle: Knock the opponent upward into the air. When used for enemies on the ground, it results in more damage during Combo.

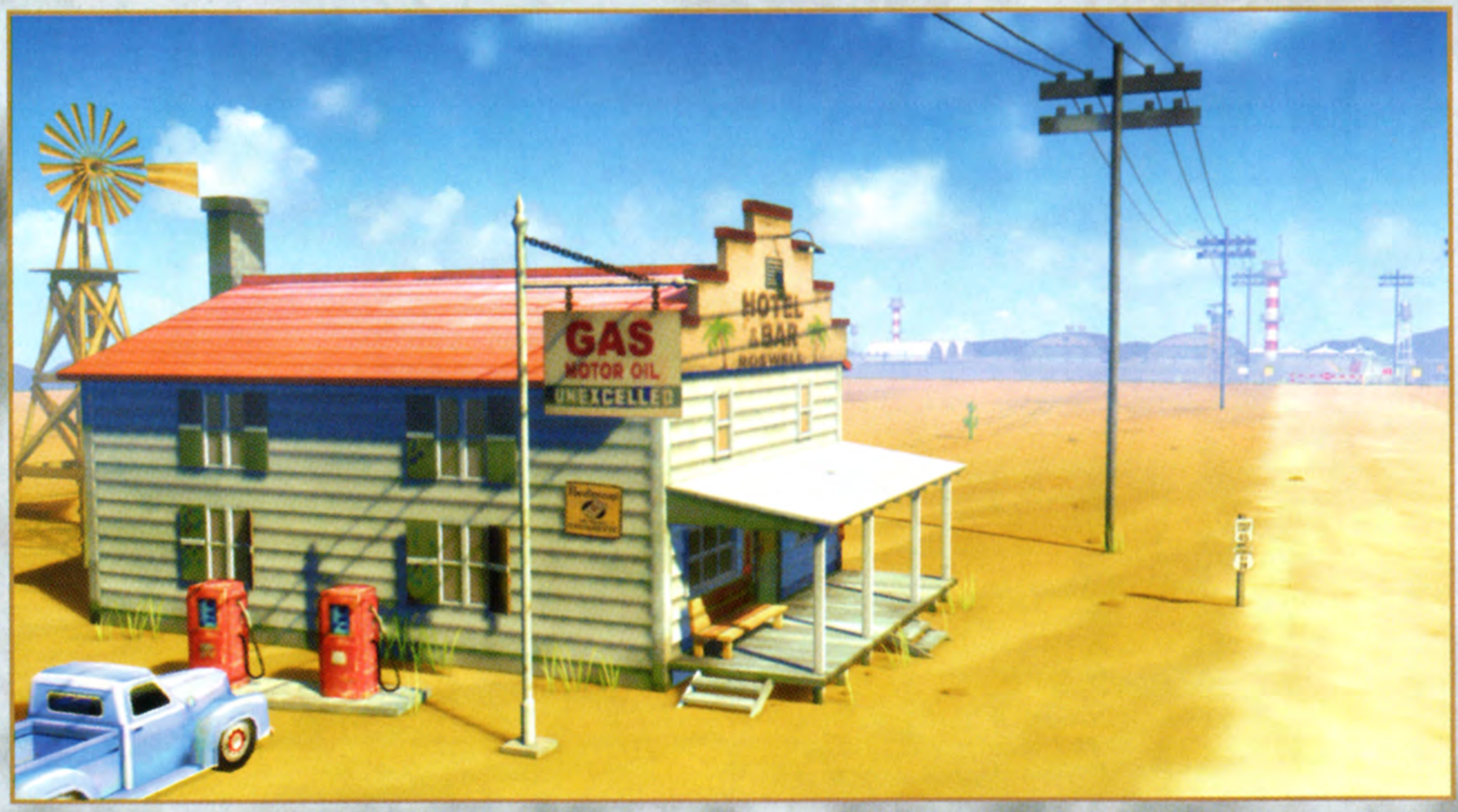
Knock Down: Slam the opponent down to the ground. When used for enemies in the air, it results in more damage during Combo.

Hard Hit: Send an enemy flying back and reduce the enemy's Stock by one, while consuming half of your own Stock Gauge.

Chain: Freeze the opponent until the next turn. While frozen, the opponent will receive increased damage from additional hits, which is similar to Combo attacks.

HIT CONDITIONS

Hit conditions, showing whether a hit can be delivered against enemies, apply to all attacks. There are four hit conditions: Ground, Midrange, Air and All Area. Attacks must meet a hit condition that matches the lit status of the enemy hit condition meter, or a hit will not be carried out successfully. When a hit condition not matching the enemy is selected, the enemy's Parameter Bar will appear in red as a warning.



BATTLE SYSTEM

ELEMENTAL ATTRIBUTES

All characters, monsters and spells have one of seven elemental attributes: Dark, Light, Earth, Wind, Fire, Water, or Normal. Dark and Light affect each other and so do Earth and Wind as well as Fire and Water. If a character receives an attack with the opposite attribute, it will cause greater damage. If a character is attacked with the same attribute, the damage will be less. A normal attack has no attribute.

SP AND BERSERK

SP (Sanity Points) represents a character's sanity level. Sanity Points decrease by one with each action taken during battle, and when SP reaches zero, the character goes Berserk and becomes uncontrollable, acting on their own and possibly attacking allies as well as enemies. While in Fusion mode, points decrease by set increments after each turn. To heal Berserk, an item must be used to restore SP, or the battle needs to end. However, if the battle ends while being in Berserk status, a character will not receive any Exp. points. SP is fully restored after the end of each battle.

STATUS AND RING ABNORMALITIES

Some monsters can create attacks causing status abnormalities, such as "Poison" or "Apathy," as well as Judgment Ring abnormalities. Abnormal status effects can be healed with items or special abilities. A character will recover from all status and Ring abnormalities after the battle ends. Also, when a character recovers from the zero HP unconscious condition, all abnormalities will be cured.

STELLAR MAGIC

All characters, except Shania, are able to use spells activated from magical powers in Stellars placed on their equipped Stellar Charts.

EQUIPPING STELLAR CHARTS

In order to use Stellar Magic, a character must equip a Stellar Chart with the appropriately placed Stellars. There are a variety of zodiac-shaped Stellar Charts, each with a different number of Nodes to hold Stellars. The effects of each chart remain the same no matter which character equips it.

STELLARS

Stellars, the origin of Stellar Magic power, have three attributes: Heal, Support and Offensive. Attack magic features seven original elements: Earth, Water, Fire, Wind, Light, Dark, and Normal. There are four Stellar levels, and the higher the level, the more effective the spells a character can cast.

CUSTOMIZING STELLAR CHARTS

Nodes on Stellar Charts can be customized by Buigen, the Engraver, to adjust the element and levels, and decrease the amount of MP needed to cast spells or to increase the power of a Stellar. However, new Nodes cannot be created.

MAGIC EFFECT RANGE

Stellar Magic can be used to cast area attacks, which cause damage within a certain range. (Some character abilities allow area attacks as well.) There are four types of area attacks: Area, Line, Direct Hit, and All, with large/medium/small levels (except for All attack).

CHARACTER ABILITIES

Aside from Stellar Magic, each character possesses Special Abilities which are triggered by utilizing MP.

FUSION (SHANIA)

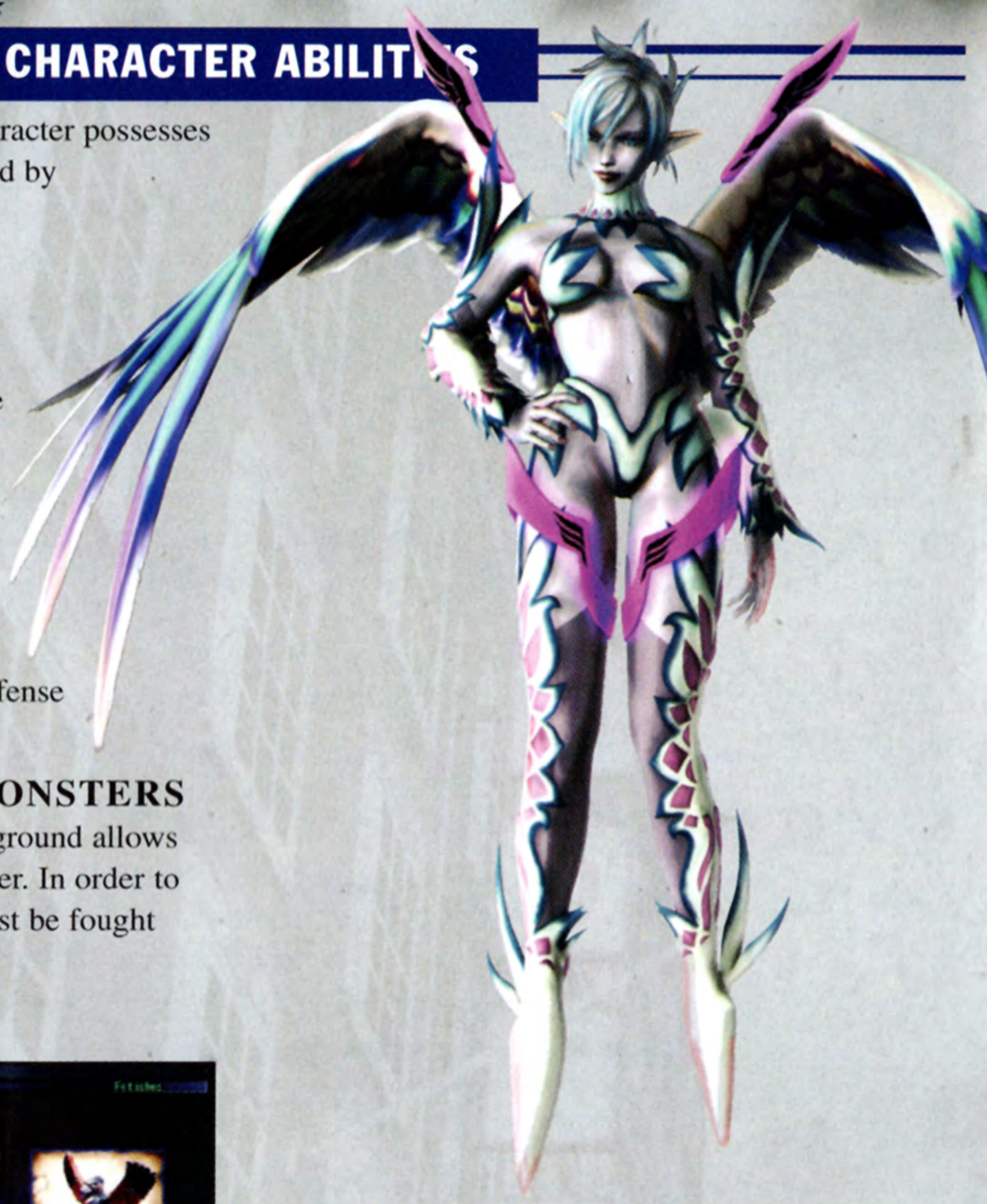
Shania transforms into a Fusion Monster by summoning a Spirit she contracted with into her own body to unleash different powers. As a Fusion Monster, a certain amount of SP is consumed during each turn. Also, with the Fusion Monster's ability added, Shania's ability values such as attack and defense powers will change.

CAPTURING FUSION MONSTERS

Contracting with a Spirit at a holy ground allows transformation into a Fusion Monster. In order to contract, a battle with the Spirit must be fought and won.

OBTAINING FETISHES

After contracting with Spirits, Fetishes affiliated with Fusion Monsters can be collected. There is more than one Fetish for each Fusion Monster and their effect and ability will be affected by the Fetish they possess. The first Fetish is given upon a new contract with a Spirit, but the others are hidden in various world locations and must be searched out.



THUNDERBIRD
Spirit of the Sky contracted with Shania as the first Fusion Monster. It strongly resonates with the anger and grief of the Fusioned individual.

SOUL CHARGE AND POWER UP

"Soul Energy" is accumulated from each monster defeated in battle. The amount of Soul Energy obtained will differ depending on the enemy. A Fusion Monster's power will increase when the corresponding Fetish is charged up with Soul Energy.

Go to "Personal" on the Command Menu, and select Shania. Select "Fusion" to choose a monster to power up, then select "Soul Charge" to bring up the Fetish list. Leveling up Fetishes will improve a Fusion Monster's status and add new skills.

CHARACTER ABILITIES

HANDY TOOLS (JOHNNY)

Johnny's Special Ability. Handy Tools are used to collect enemy data, absorb enemy Stock, and inflict attacks. Handy Tools are obtained after solving various investigation cases brought in to Garland's Detective Agency.

TRADING SNAP CARDS

Enemy cards, collected with the Handy Tool ability "Snap," can be traded with Snap Card collectors at various locations around the world for items.

GUN-FU (NATAN)

Natan's original combat technique, incorporating marshal arts with gun firing skills, can inflict devastating damage to an enemy. Catch UMA at various world locations and bring them to Nvwoti in the Grand Canyon in exchange for leveling up GUN-FU techniques or gaining new skills.

UMA HUNT

Ask Nvwoti for clues, and correctly place devices at hunting points to lure UMA. When an UMA appears, win the battle to catch it. Natan must be in the Battle Team during an UMA hunt.

CHARACTER ABILITIES

NINJA ARTS (FRANK)

Frank's Special Ability. Inflicts damage on the enemy with Brazilian-style ninja techniques developed in a remote area of South America.

SUB-EVENTS WITH MISSION LETTERS

New ninja skills are learned after completing missions given by secret letters, or after clearing sub-events during the game.

DRUNKEN FIST (MAO)

Mao's Special Ability. "Drunken Fist" is a legendary but forbidden kung-fu art that can only be mastered and performed by a cat. Cat Touch is a skill that, when used to finish off an enemy, allows Mao to retrieve Cat Coins.

FIVE-STORY PAGODA

A movie that Mao sponsors as well as stars in, currently being filmed at Purramount Pictures. Drunken Fist abilities will be mastered one by one, as enemies on each floor are defeated. Cat Coins are essential for hiring actors for battle.

CHARACTER ABILITIES

MAGIC ARTS (HILDA)

Hilda's Special Ability. Hilda will unleash various moves depending on her current form.

WEEKLY ARTS

Weekly magazine featuring Magic Arts. Read Weekly Arts to master new Magic Arts moves. Magazines are obtained during sub-events.

SERENATA (RICARDO)

Ricardo's Special Ability. When a Roots Item is obtained, Ricardo can perform four different melodies during battle; Melody of Delight, Rage, Grief, and Passion.

ROOTS ITEMS

Items Ricardo possesses that affect his artistic senses and inspire him to play serenades. Roots Items are obtained in various sub-events.

NOTES

CREDITS

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Percussion

GENTA KUDOH

ENDING SONG

SPREAD MY WINGS

Music

YOSHITAKA HIROTA

Lyrics & Vocals

TAKEHARA TOMOAKI
"TASTE OF CHOCOLATE"

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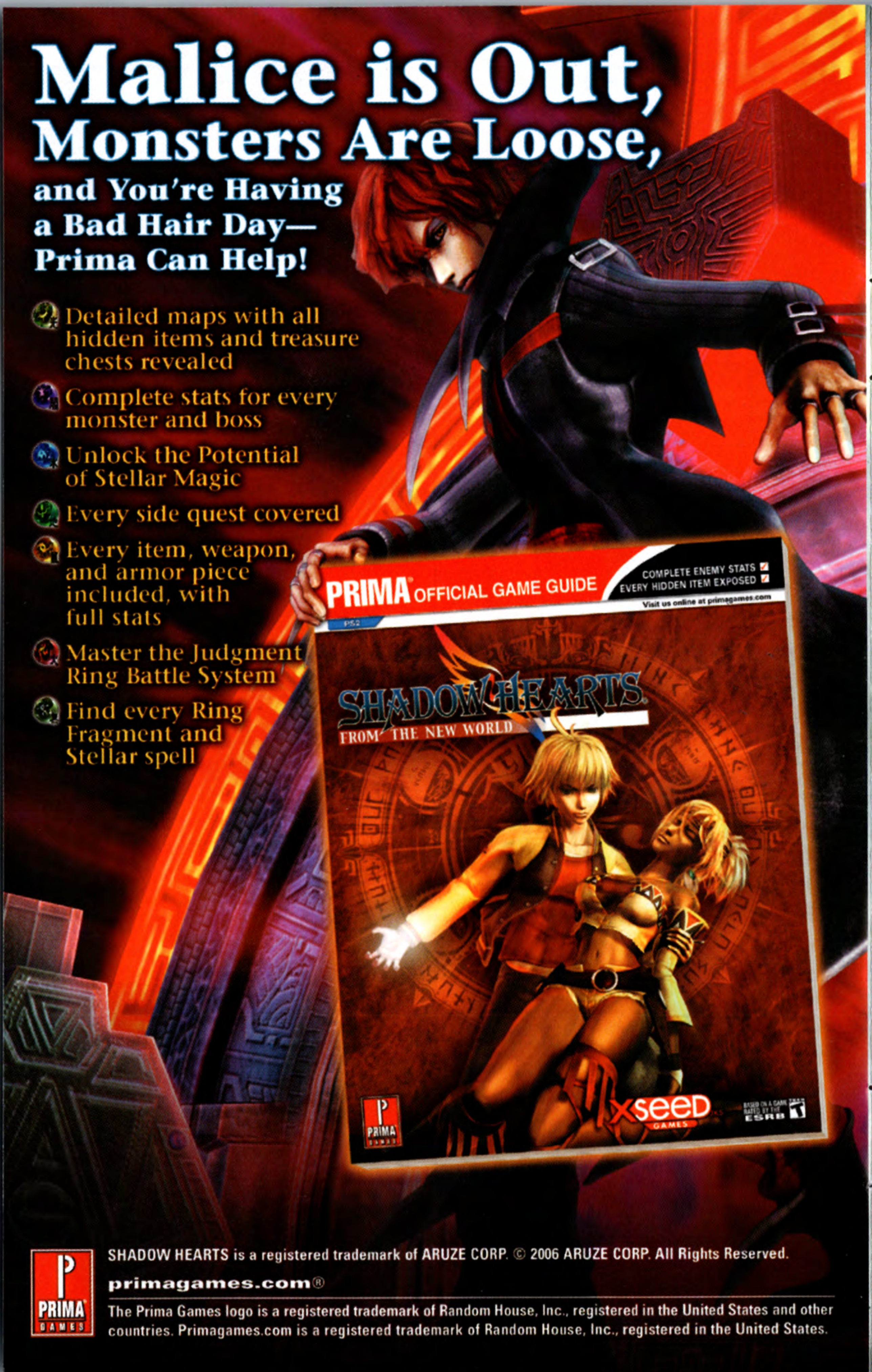

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